

CLAIMS

1. A game device comprising:

priority input device information acquisition means for
5 acquiring priority input device information;

character input processing means which, when the priority input
device information acquired by the priority input device information
acquisition means represents a character input device, displays
character input criteria as input criteria, determines whether or
10 not that input corresponds to the input criteria, and controls a
game on the basis of the determination result; and

speech input processing means which, when the priority input
device information acquired by the priority input device information
acquisition means represents a speech input device, displays
15 character input criteria as input criteria, and in regard to
predetermined character input criteria, displays speech input
criteria corresponding to the character input criteria as input
criteria in regard to predetermined character input criteria,
determines whether or not that input corresponds to speech
20 recognition data corresponding to the input criteria, and controls
the game on the basis of the determination result.

2. A game device comprising:

basic string storage means for storing a plurality of basic
25 strings;

substitute string storage means for storing a substitute string
in a manner corresponding to each of at least some of the plurality

of basic strings stored in the basic string storage means;

speech recognition data storage means which,

in regard to basic strings to which the substitute string has not been stored in a corresponding manner in the substitute string storage means of the plurality of basic strings stored in the basic string storage means, stores speech recognition data corresponding to the basic string in a manner corresponding to each of those basic strings,

and in regard to basic strings to which the substitute string has been stored in a corresponding manner in the substitute string storage means of the plurality of basic strings stored in the basic string storage means, stores speech recognition data corresponding to the substitute string in a manner corresponding to each of those basic strings;

priority input device information acquisition means for acquiring priority input device information;

input criteria display means which,

when the priority input device information acquired by the priority input device information acquisition means represents a character input device, displays, as input criteria, the basic strings stored in the basic string storage means,

and when the priority input device information acquired by the priority input device information acquisition means represents a speech input device, in regard to the basic strings to which the substitute string has not been stored in a corresponding manner in the substitute string storage means of the plurality of basic strings stored in the basic string storage means, displays those

basic strings as input criteria, and in regard to the basic strings to which the substitute string has been stored in a corresponding manner in the substitute string storage means of the plurality of basic strings stored in the basic string storage means, displays those substitute strings as input criteria;

determination means which,

when the priority input device information acquired by the priority input device information acquisition means represents a character input device, determines whether or not the input thereof corresponds to the input criteria displayed by the input criteria display means,

and when the priority input device information acquired by the priority input device information acquisition means represents a speech input device, determines whether or not the input thereof corresponds to the speech recognition data correlated with the input criteria displayed by the input criteria display means; and

control means for controlling the game on the basis of the result of determination by the determination means.

3. The game device of claim 2, wherein

the input criteria display means displays the input criteria in a font size according to the priority input device information acquired by the priority input device information acquisition means.

4. The game device of claim 2 or 3, wherein

the control means comprises means for controlling the probability of predetermined game events on the basis of the priority

input device information acquired by the priority input device information acquisition means.

5. A control method for a game device comprising:

5 a priority input device information acquisition step of acquiring priority input device information;

a character input processing step which, when the priority input device information acquired in the priority input device information acquisition step represents a character input device, 10 displays character input criteria as input criteria, determines whether or not that input corresponds to the input criteria, and controls a game on the basis of the determination result; and

a speech input processing step which, when the priority input device information acquired in the priority input device information 15 acquisition step represents a speech input device, displays character input criteria as input criteria, and in regard to predetermined character input criteria, displays speech input criteria corresponding to the character input criteria as input criteria, determines whether or not that input corresponds to speech 20 recognition data corresponding to the input criteria, and controls the game on the basis of the determination result.

6. A program for having a computer function as a game device comprising:

25 priority input device information acquisition means for acquiring priority input device information;

character input processing means which, when the priority input

device information acquired by the priority input device information acquisition means represents a character input device, displays character input criteria as input criteria, determines whether or not that input corresponds to the input criteria, and controls a game on the basis of the determination result; and

speech input processing means which, when the priority input device information acquired by the priority input device information acquisition means represents a speech input device, displays character input criteria as input criteria, and in regard to predetermined character input criteria, displays speech input criteria corresponding to the character input criteria as input criteria, determines whether or not that input corresponds to speech recognition data corresponding to the input criteria, and controls the game on the basis of the determination result.

7. A game device comprising:

means for acquiring priority input device information;

means for displaying input criteria of which at least some are different between when the priority input device information represents a character input device and when the priority input device information represents a speech input device;

means for determining, when the priority input device information represents a character input device and when the priority input device information represents a speech input device, whether or not the input thereof corresponds to the different input criteria; and

means for controlling a game on the basis of the determination

result.

8. A control method for a game device comprising:

a step of acquiring priority input device information;

5 a step of displaying, on display means, input criteria of which at least some are different between when the priority input device information represents a character input device and when the priority input device information represents a speech input device;

a step of determining, when the priority input device
10 information represents a character input device and when the priority input device information represents a speech input device, whether or not the input thereof corresponds to the different input criteria; and

a step of controlling a game on the basis of the determination
15 result.

9. A program for having a computer function as a game device comprising:

means for acquiring priority input device information;

20 means for displaying input criteria of which at least some are different between when the priority input device information represents a character input device and when the priority input device information represents a speech input device;

means for determining, when the priority input device
25 information represents a character input device and when the priority input device information represents a speech input device, whether or not the input thereof corresponds to the different input criteria;

and

means for controlling a game on the basis of the determination result.

5 10. The game device of any of claims 1 to 4 or 7, wherein
the game device is connectable to a character input device
and a speech input device.

10 11. A program distribution device comprising an information
storage medium in which is recorded the program of claim 6 or 9,
reads the program from the information storage medium, and
distributes the program.

15 12. A computer-readable information storage medium in which
is stored a program for having a computer to function as a game
device comprising:

priority input device information acquisition means for
acquiring priority input device information;

20 character input processing means which, when the priority input
device information acquired by the priority input device information
acquisition means represents a character input device, displays
character input criteria as input criteria, determines whether or
not that input corresponds to the input criteria, and controls a
game on the basis of the determination result; and

25 speech input processing means which, when the priority input
device information acquired by the priority input device information
acquisition means represents a speech input device, displays

character input criteria as input criteria, and in regard to predetermined character input criteria, displays speech input criteria corresponding to the character input criteria as input criteria, determines whether or not that input corresponds to speech recognition data corresponding to the input criteria, and controls the game on the basis of the determination result.

13. A computer-readable information storage medium in which is stored a program for having a computer to function as a game device comprising:

means for acquiring priority input device information;

means for displaying input criteria of which at least some are different between when the priority input device information represents a character input device and when the priority input device information represents a speech input device;

means for determining, when the priority input device information represents a character input device and when the priority input device information represents a speech input device, whether or not the input thereof corresponds to the different input criteria; and

means for controlling a game on the basis of the determination result.